

## **Proposal for Easter Egg Game**

The goal of this project is to create an interactive Easter egg game where players have to discover a hidden world. The game takes place in a completely blank room, and as the player interacts by clicking and pressing keys, certain parts of the environment will begin to reveal themselves. This mechanic will encourage their curiosity, and reward the players with new discoveries as they keep going. As the room becomes more visible, objects in it will start reacting to the player's interactions. The challenge is in finding the correct sequence of actions to trigger the transition to the next room. Each new room will start blank and follow the same discovery mechanics, with increasing complexity in each room, all the way up to the final room, which will be the winning condition room. The aesthetic of the game will be very minimalist, with a focus on small, subtle things happening and sound effects to enhance the feel.

### **Technical Challenges and Plans**

#### Gradual Room Reveal System:

- I want to implement a system where interacting with objects slowly reveals sections of the room.
- I want to use opacity or texture blending to transition from blank spaces to visible elements.
- I want to optimize it for smooth transitions so it doesn't make the room reveal feel instant.

#### Interaction Mechanics:

- I want to develop an interactive system that responds to the player's inputs (clicks, key presses, or movements).
- I want to implement state tracking for objects to remember what has been interacted with.
- I want to make sure the objects only react when they are meant to by preventing random triggers.

#### Puzzle Progression:

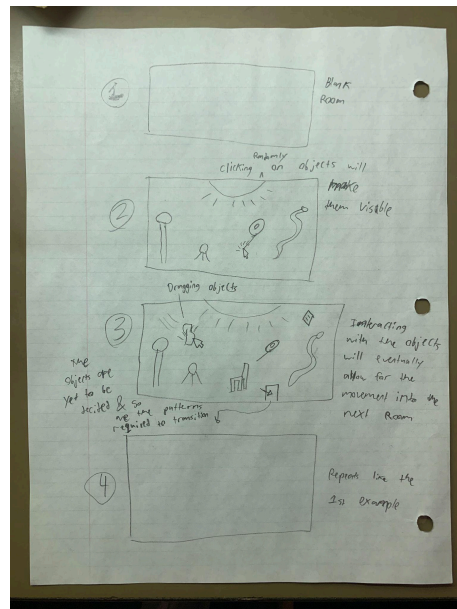
- I want to design a logical but cryptic series of interactions that must be performed to advance.
- I want to implement logic checks to verify if the player has completed the correct sequence before unlocking the next room.
- I want to make sure it increases in complexity in each room while still keeping it seem like it makes some sort of sense or has a hard to decipher pattern.

## Room Transitions:

- I want to develop smooth transitions between the rooms, like fading to black or a brief animation.
- I also want to keep the game's minimalist vibe while still listening and improving my game to player feedback.

## Prototype Development:

- I am aiming to create a small prototype that shows how the basic interaction mechanics and room reveal functionality will work.
- I will test different ways for the reveal of the room (e.g., pixel-based uncovering, fading, or object-by-object reveals).
- I will implement basic placeholder visuals to validate the mechanics before refining the design.



Through this easter egg game I will try to give a unique and rewarding interactive experience. The next step for me from here will be to start using the features from the prototype to make the core mechanics and then expand them into a full three room easter egg experience.